

**- REMARKS -**

The claim rejections indicated in the Examiner's action are as follows:

Claims	§102(b)	§102(e)	Status/References
1-12		X	Anticipated by Woodham, Jr. et al. (US Patent No. 6,069,668)
1 and 11	X		Anticipated by Yamamoto et al. (US Patent No. 5,225,824)

Claims 1 to 12 are currently in the application.

Claim 1 is for a method for generating a sequence of object definition data sets for a video particle explosion effect comprising: providing a graphics image data file of a particle pattern defining a shape of a plurality of particles; generating a sequence of object definition data sets using the graphics image data file; wherein the object definition data sets can be used to render a particle explosion effect on a video file. The graphics image data file is an image of the particle pattern to be applied to the video file. An example of such an image is found in FIG. 3A. The shape of each particle is clearly graphically represented. An example of the sequence of object definition data sets is shown in FIG. 5 as Alpha Arg 1 bearing numeral 71.

Preferably, as claimed in claims 2 and 3, the graphics image data file as a plurality of channels. As shown in FIG. 2A to FIG. 2D, each channel can comprise different graphical information for the particle pattern. This graphical information can also include, as claimed in claim 4, explosion sequence information, spin parameter information and softness of edges information.

Claim 11 is for a method for rendering a video particle explosion effect on a video source data file. It comprises the same steps as claim 1 with the additional steps of providing a video source data file and rendering the video particle explosion effect using the object definition data sets and the video source data file. As is shown at numeral 81

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of FIG. 5, the video file itself is exploded into particles, whose shape is defined in the graphics image data file, once the effect is rendered.

Woodham, Jr. et al. (US Patent No. 6,069,668, hereinafter referred to as "Woodham") discloses a method and apparatus for a digital video effect. Woodham generates an address relevant to the video image frames stored in the buffer. The X and Y coordinates of the image address are set as the index values in a vector offset table. An activation vector is formed by mapping the addresses, which is then modified. The modified vector is multiplied with an offset value and is added with another image address. The image frames are stored in two buffers in synchronization condition. The image address is mapped to produce an activation vector. The vector is modified by comparison with a threshold value. When the activation vector is less than the minimum value or exceeds the threshold value, the modification value is output by a clipper. A gain value is multiplied with a factor, depending on the threshold value. Woodham eases generation of video effects, by assigning raster order based addresses to images.

Woodham fails to teach the graphics image data file of a particle pattern. Applicants submit that what the Examiner has used from Woodham to reject the phrase "providing a graphics image data file" of Applicants' claim 1, namely Fig. 1, Fig. 3, Fig. 9, col. 1 line 30-42, col. 4 line 53-col. 5 line 34, col. 12 line 17-24, is not a teaching of a graphics image data file. Indeed, as stated in col. 4, lines 56-58, Woodham loads "different warp tables" to define "particles of arbitrary shape" and "the order in which the particles being to move". Woodham therefore uses tables of numerical parameters used to create the particles. This technique clearly does not use a graphics image data file which defines at least the shape of the particles of a video file to be exploded.

The graphics image data file is found in all pending claims. Woodham clearly fails to teach and suggest the graphics image data file of Applicants' claims 1 and 11. Claims 1 to 12 are clearly not anticipated or obvious in view of Woodham.

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In addition to the above arguments, Applicants wish to mention that Woodham also clearly fails to teach and suggest the sequence of object definition data sets generated using the graphics image data file. As stated in col. 4, lines 58-66, Woodham loads "different offset tables" to specify "individual trajectories of the particles. Adjusting the gain of the clip-and-gain function varies the time-staggering of the particle motion; i.e. when each particle or group of particles begins its movement. The ability to individually specify the mapping of each pixel, made possible through the use of the 2-D offset tables, permits burst effects." Woodham therefore uses numerical tables to define the trajectory of the particles. These tables are clearly not obtained from the graphics image data file of Applicants' claim 1 to 12.

The sequence of object definition data sets is found in all pending claims. Woodham clearly fails to teach and suggest the sequence of object definition data sets of Applicants' claims 1 and 11. Claims 1 to 12 are clearly not anticipated or obvious in view of Woodham.

Yamamoto. et al. (US Patent No. 5,225,824, hereinafter referred to as "Yamamoto") describes a video special effects apparatus which has a first memory to which the input video signal is supplied for performing a video image conversion in accordance with conversion data. A write address signal generator generates a write address to which is added an offset which becomes larger with lapse of time. A read address signal is generated. A second memory stores mapping data representative of the destination position after conversion of each pixel of the input video data supplied to the first memory based upon the write address. The mapping data which are stored in the second memory are read in response to the address signal and are supplied to the first memory.

Yamamoto fails to teach the graphics image data file of a particle pattern. Applicants submit that what the Examiner has used from Yamamoto to reject the phrase "providing a graphics image data file" of Applicants' claim 1, namely Fig. 2, col. 1 line 48-54, col. 5 line 22-35, col. 5 line 59-col. 6 line 59, is not a teaching of a graphics image data file.

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Indeed, as stated in col. 6, lines 6-10, Yamamoto uses "written mapping data in pixel-by-pixel with read address data", This technique is clearly not a graphics image data file which defines at least the shape of the particles of a video file to be exploded.

The graphics image data file is found in all pending claims. Yamamoto clearly fails to teach and suggest the graphics image data file of Applicants' claims 1 and 11. Claims 1 to 12 are clearly not anticipated or obvious in view of Yamamoto.

In addition to the above arguments, Applicants wish to mention that Yamamoto also clearly fails to teach and suggest the sequence of object definition data sets generated using the graphics image data file. As stated in col. 5, lines 26-28, "The diffusion speed of the displayed video image is made variable by adjusting the diffusion area parameters supplied from the system controller." Yamamoto therefore uses numerical data to define the diffusion of the particles. This data is clearly not obtained from the graphics image data file of Applicants' claim 1 to 12.

The sequence of object definition data sets is found in all pending claims. Yamamoto clearly fails to teach and suggest the sequence of object definition data sets of Applicants' claims 1 and 11. Claims 1 to 12 are clearly not anticipated or obvious in view of Yamamoto.

The rejections of claims 1-12 under 35 USC §102(b) and §102(e) are believed to have been overcome by the above arguments. Claims 2 to 10 depend on claim 1 and claim 12 depends on claim 11. No separate arguments are provided for these dependent claims since they depend on patentable claims.

In view of the foregoing, reconsideration of the rejection of claims 1-12 is respectfully requested. It is believed that claims 1-12 are allowable over the prior art, and a Notice of Allowance is earnestly solicited.

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